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## Connecting Adults and Children Remotely through Digital Storybooks

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**Breann Black**

# Connecting Through Digital Storybooks

## Spring 2019: HCI 598

### Iowa State University

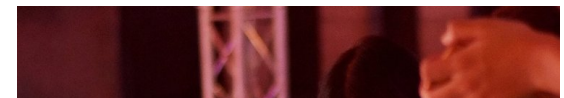


#### MILESTONE 1: MY IDEA

Inspired by my 18 months of travel and involvement with expatriates, I focused on designing a system that would help adults connect with loved ones and their children remotely.

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#### MILESTONE 2: UNDERSTANDING THE PROBLEM





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end of the line. Combined with timezone coordination issues and varying tech literacy, the current solution of various video chat applications proved to have its issues.

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## MILESTONE 3: THE DESIGN

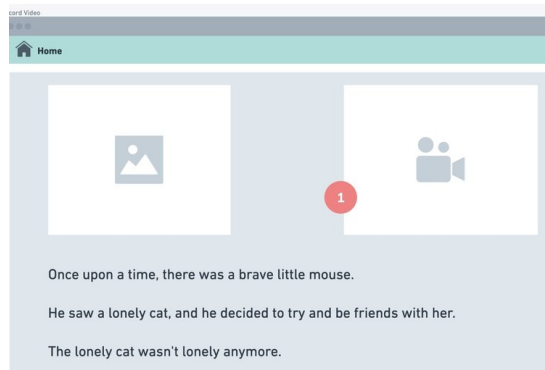
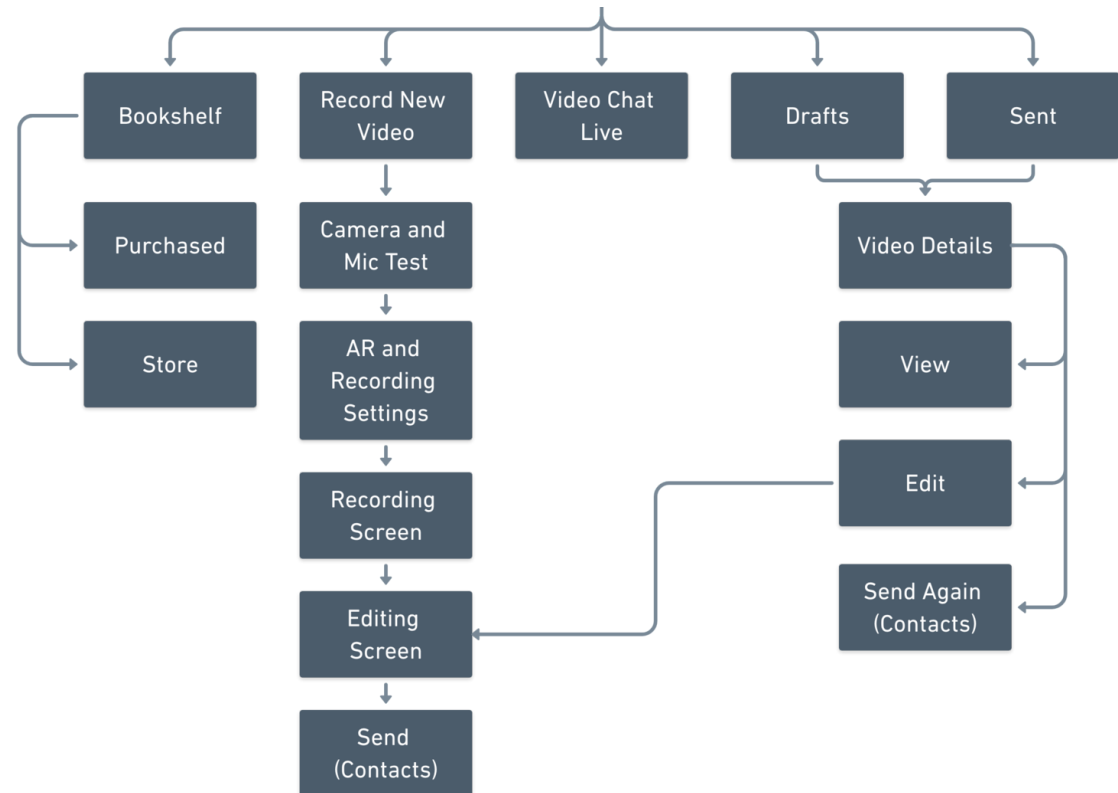
Basing my design in the current solution of video chat, I propose incorporating digital storybooks to help increase the engagement level of the child. Using a system that helps the target users record a video or even live chat while reading a storybook, the pain points of engagement, timezone issues, and varying tech literacy could hopefully all be accommodated.

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## Proposed System Design



### MILESTONE 4: THE (FIRST) PROTOTYPE

Initially, I utilized the wireframing tool Whimsical to create a low-fidelity prototype of the video recording flow. Relying on simplicity while focusing on main functions, the wireframe provided a solid



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## Annotated Wireframes

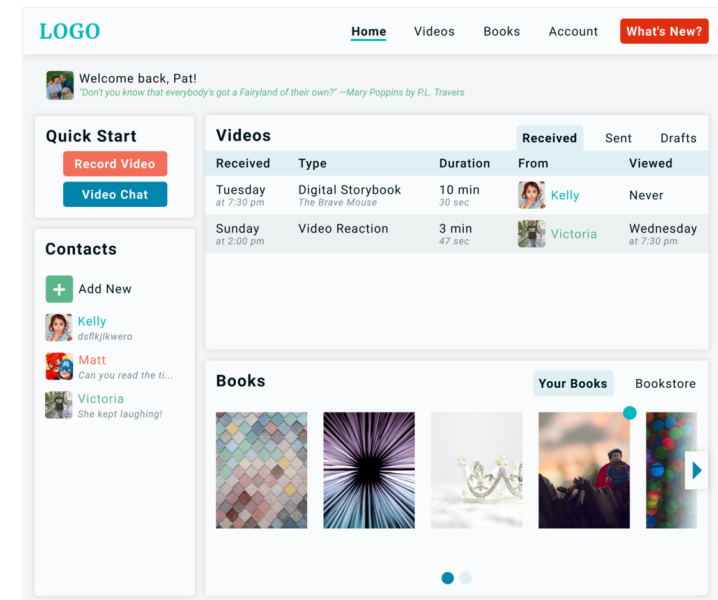
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### MILESTONE 5: THE EVALUATION

Conducting unmoderated, remote usability tests, I decided to increase the fidelity of my prototype to compensate for the lack of moderation. Asking participants to complete three goal-related tasks, I obtained quantitative data through a post-task SEQ and a post-test SUS. Receiving positive comments from users about the potential of the concept, task completion data revealed that the biggest usability gains would most likely come from a clearer task flow and interface simplification.

## Clickable High-Fidelity Prototype

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